

# *SPFit (SimPle fit or Spitz Fit)*

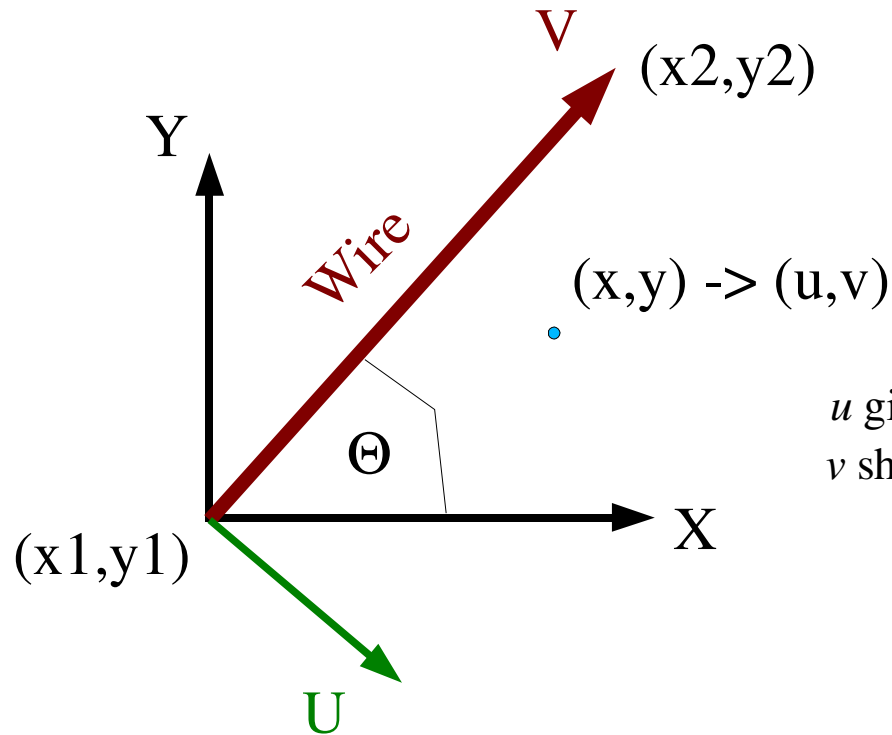
Mark Messier  
Indiana University

Basic idea:

- [1] Take TPC tracks and hits associated with them as inputs  
(classes TPCRTracks, TPCRHits from TPCRecoJP)
- [2] Translate these to “CAVE” (aka World) coordinates
  - Apply simple adjustments for ExB effects taken from polynomial fits to Jon's residual plots
- [3] Uncertainties in TPC hit locations add these in quadrature:
  - cluster size in x and y
  - 30% of ExB correction made above
  - 10% of drift distance along y to account for drift velocity
- [4] First iteration:
  - Use TPCTrack data (position, direction, momentum) as seed.
  - Swim track using Swimmer “SwimMIPP” class to predict x,y locations along z
  - Minimize  $\chi^2$ :  $(\Delta X/\sigma_X)^2 + (\Delta Y/\sigma_Y)^2$
- [5] Second iteration:
  - Use SwimMIPP track to predict x,y locations at DC's 1-3 (upstream of ROSY)
  - Add closest wire to track in each of the 4 planes if the distance is less than cut (10 cm currently)
  - Minimize  $\chi^2$  for TPC + wire hits
- [6] Third iteration:
  - Like 5th, but add Chambers downstream of ROSY

## Wire Chamber Geometry

Distances to wires calculated like this:



$$u = x \sin(\theta) - y \cos(\theta)$$

$$v = x \cos(\theta) + y \sin(\theta)$$

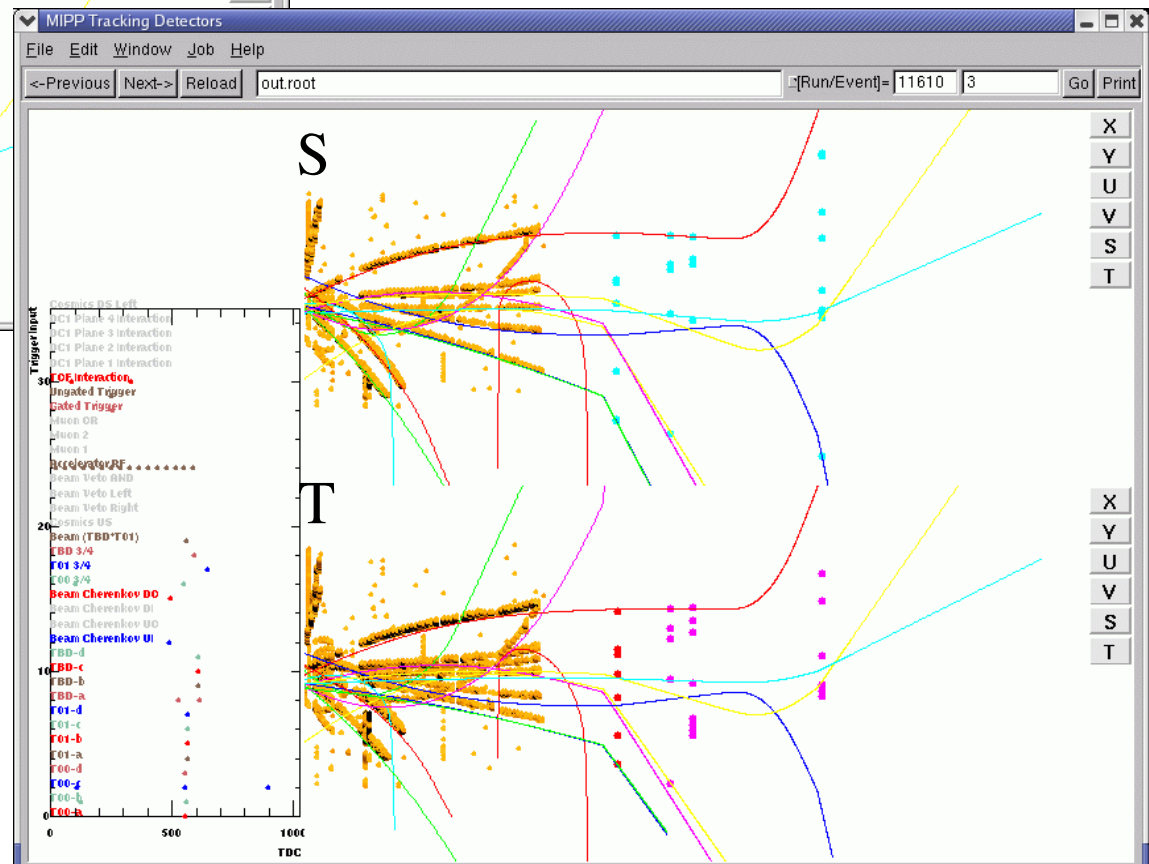
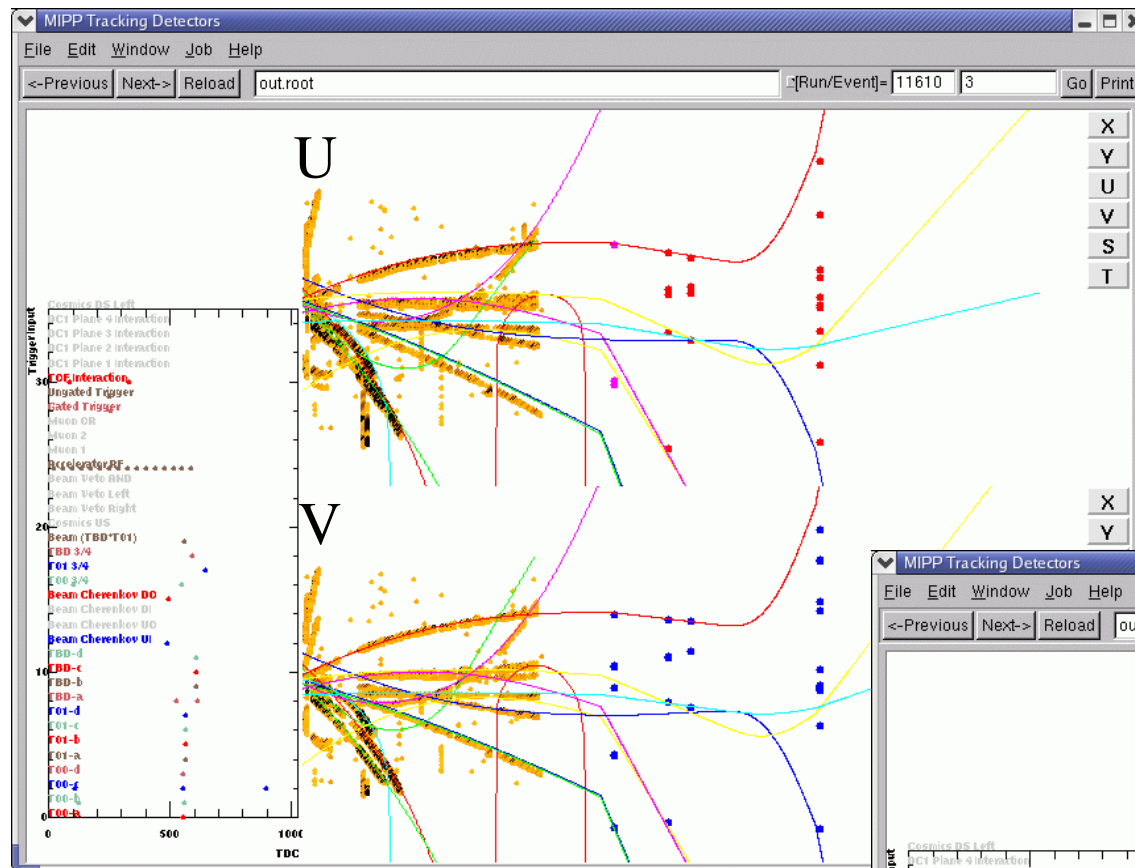
$u$  gives (signed) distance to wire

$v$  should always be between 0 and the wire length

DC planes 1 and 2 the U and V views  
planes 3 and 4 the S and T views

To start tuning, working with 5 events from run 11610 (50 GeV on Bi)  
Added new view (“Tracking Display”) to Event display which shows  
TPC and wire hits in x,y,u,v,s, and t projections.

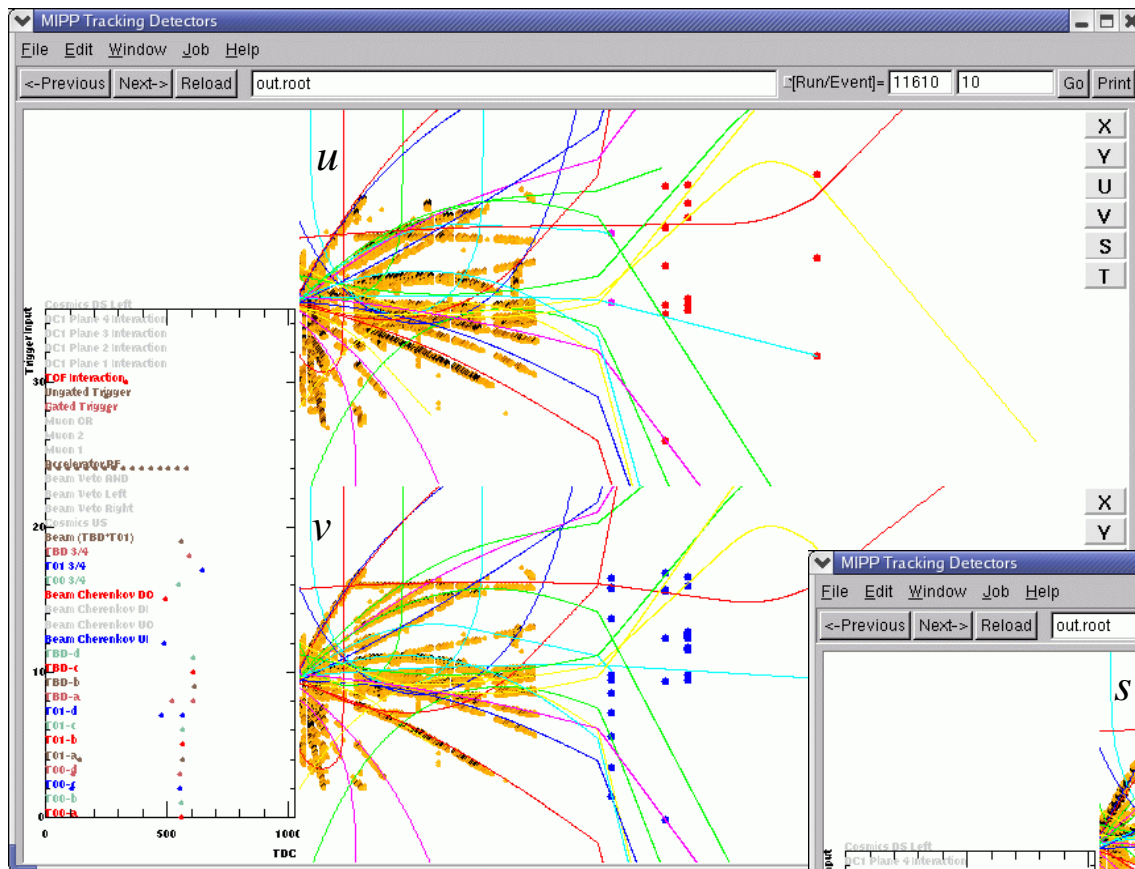
Scale of z coordinate varies to make TPC big, ROSY and RICH small...



Run 11610, event 3

50 GeV on Bi

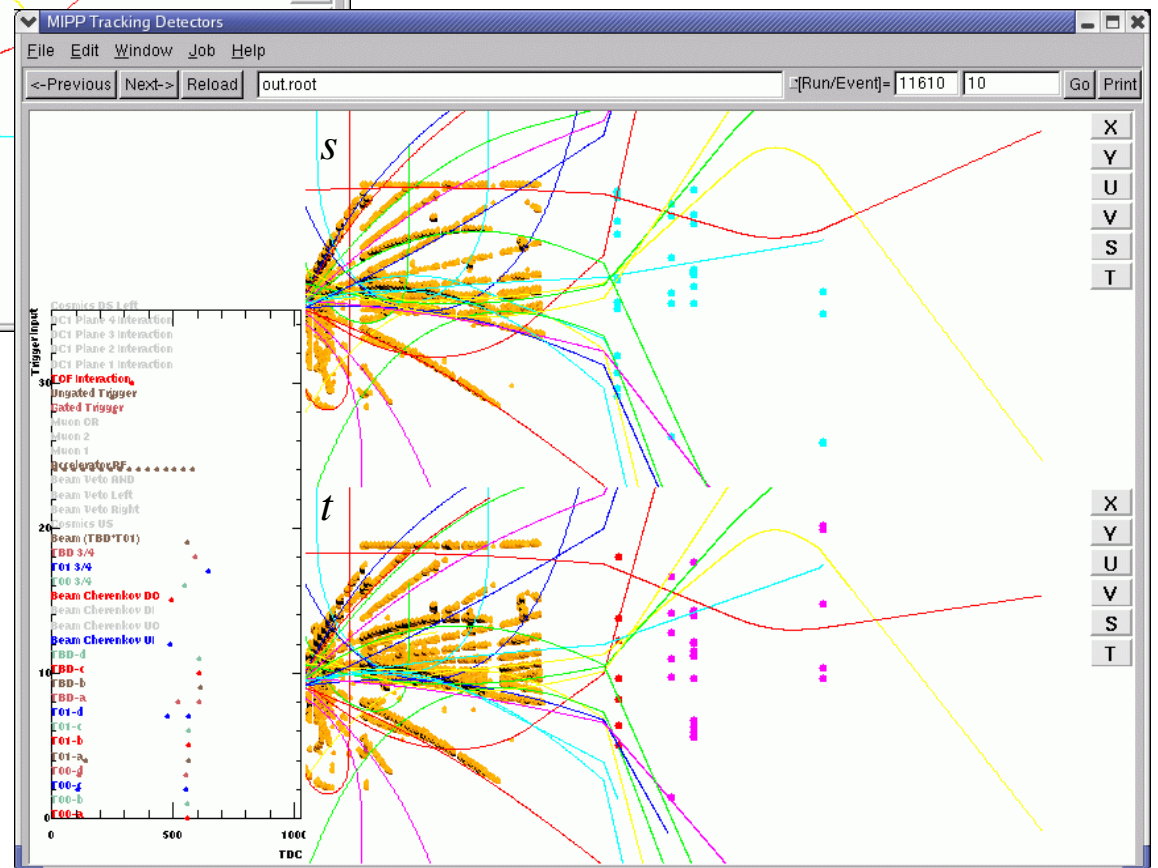
Fit to TPC + DC1-3



Run 11610, event 10

50 GeV on Bi

Fit to TPC + DC1-3



## To Do List:

- [1] Check events where TPC fit and my fits are way off
- [2] Limit DC wires to some reasonable TDC window
- [3] Remove “by hand” corrections to TPC geometry
- [4] Add chambers 5-6
- [5] Add final fit with constrained vertex
- [6] Speed up
- [7] Run lots of events and check chamber alignments